

AMENDMENTS TO THE CLAIMS

Please **CANCEL** claim 4, 5, 13, and 18 without disclaimer or prejudice.

Please **AMEND** claims 1, 3, 6-8, 10-12, 14-16, and 19-24 as shown below.

This claim list replaces all prior claim lists in the application.

1. (Currently Amended) A method for processing data in a community established on a website, the method comprising:

- a) receiving a signal from a community visitor[[user]] who accesses the community and selects a link provided by the community, wherein the link connects the community visitor[[user]] to a link program;
- b) confirming whether the community visitor[[user]] executes or terminates the link program;
- c) receiving visitor-related data related to the execution of the link program when the link program is terminated; and
- d) processing and utilizing the visitor-related data in the community,
wherein the link program is linked from the website that provides the community visitor with a community interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites.

2. (Original) The method of claim 1, further comprising:

- e) storing the processed visitor-related data in the community.

3. (Currently Amended) The method of claim 1, wherein the community comprises a cafe, homepage, blog, mini-room, or mini-homepage, which are established in web[[]]sites on the Internet.

4-5. (Canceled)

6. (Currently Amended) The method of claim 1[[4]], wherein the link program comprises[[is]] a game program.

7. (Currently Amended) The method of claim 6, wherein the visitor-related data comprise[[are]] game or community use data.

8. (Currently Amended) The method of claim 1, wherein the visitor-related data comprise[[are]] at least one selected from a group consisting of item, level, score, and rank data obtained when the link program is executed and used.

9. (Original) The method of claim 1, wherein the stored visitor-related data are updated whenever the community visitor executes and uses the link program.

10. (Currently Amended) The method of claim 1, wherein the community visitor[[user]] acquires events for the execution of the link program.

11. (Currently Amended) A method for processing data in a community established on a website, ~~the method comprising:~~:

a) by a community visitor, accessing the community and selecting a link program prepared in the community;

b) receiving visitor-related data related to execution of the link program;

c) processing and using~~utilizing~~ the visitor-related data in the community; and

d) storing the processed visitor-related data in the community.
wherein the link program is linked from the website that provides the community visitor with a community interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites.

12. (Currently Amended) The method of claim 11, wherein the community comprises a cafe, homepage, blog, mini-room, or mini-homepage, which are established in web[[]]~~sites~~ on the Internet.

13. (Canceled)

14. (Currently Amended) The method of claim 11~~[13]~~, wherein the contents server causes execution of the link program ~~to be executed~~ on a web browser of the community.

15. (Currently Amended) The method of claim 11~~[13]~~, wherein the link program comprises~~[is]~~ a flash game program.

16. (Currently Amended) A system for processing data in a community established on a website, comprising:

a connector to determine ~~for determining~~ whether a community visitor is permitted to access the community;

a controller to allow, ~~the controller allowing~~ the community visitor to access the community to select a link to a link program, provided by the community, the controller to receive ~~receiving~~ visitor-related data from a component providing the link program; a data processor to process ~~for processing~~ the visitor-related data such that the visitor-related data are used utilized in the community; and a data storage to store ~~for storing~~ the processed visitor-related data, wherein the link program is linked from the website that provides the community visitor with a community interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites.

17. (Original) The system of claim 16, wherein the controller keeps a resource occupation ratio of a system operated by the community at an appropriate level such that the resource occupation ratio does not exceed a prescribed rate.

18. (Canceled)

19. (Currently Amended) The system of claim 16, wherein the contents server causes execution of the link program to be executed on a web browser of the community.

20. (Currently Amended) The system of claim 16, wherein the community comprises a cafe, homepage, blog, mini-room, or mini-homepage, which are established in web[[]]sites on the Internet.

21. (Currently Amended) A method for processing game-linked data in a community established on a website, ~~the method comprising:~~

- a) by a community visitor, accessing the community and selecting a game program prepared in the community;
- b) confirming whether the community visitor executes or terminates the game program;
- c) receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated;
- d) processing the game data of the community visitor as ranking data in the community; and[[.]]
- e) storing the processed ranking data in the community.

22. (Currently Amended) A method for processing game-linked data in a community established on a website, ~~the method comprising:~~:

- a) by a community visitor, accessing the community and selecting a game program prepared in the community;
- b) confirming whether the community visitor executes or terminates the game program;
- c) receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated;
- d) processing the game data of the community visitor as ranking data in the community;
- e) storing the processed ranking data in the community; and
- f) updating the ranking data by repeating the steps b) to d) whenever the community visitor executes and uses the game program.

23. (Currently Amended) The method of claim 1[[5]], wherein the link program comprises[[is]] a game program.

24. (Currently Amended) The method of claim 23, wherein the visitor-related data
comprise[[are]] game or community use data.